

GAME BOY ADVANCE

TRON 2.0 KILLER APP

AGB-BTNE-USA

INSTRUCTION BOOKLET

BUENA
VISTA
INTERACTIVE



TRON 2.0 KILLER APP



The ENCOM Corporation is under attack by a malicious hacker, who has broken into the network and is spreading a sophisticated, self-evolving virus.

Completely unprepared for such an attack, the network's security forces are in total disarray, attacking corrupted and innocent programs alike. Without support, this virus will completely overrun all systems, absorbing every program in its path.

Tron, a legendary security program, has been unexpectedly awoken from his archival slumber, forcing him into a dangerous world much different from what he remembers. Finding himself and the system under attack, Tron sets out to fulfill his programming... protect the system at all costs.

On a different part of the network, Mercury, a champion Light Cycle racer, finds herself at odds with the system's security programs when they go on high alert. Not used to losing, she immediately goes on the offensive and seeks out the source of the problem.

With chaos all around them, it's up to Tron and Mercury to free the system of corruption and stop the intrusion at the source. Two programs, programmed to win, against a network full of danger. **The battle is on!**

Getting Started

1. Make sure the POWER switch is OFF.
2. Insert the **Tron 2.0 Killer App** Game Pak into the Game Boy Advance slot.
3. Turn the POWER switch ON.

NOTE: The **Tron 2.0 Killer App** Game Pak is for the Game Boy Advance system only.

TITLE SCREEN When the title screen appears, press **Start** to proceed to the Main Menu.

MENU CONTROLS Use the following buttons to navigate the menu screen:



+Control Pad Up / Down

Highlight menu options

A Button

Select option

B Button

Return to the previous screen



Getting Started

MAIN MENU

STORY MODE

Battle the corruption by playing as Tron or Mercury. Each character has their own goal and storyline.

New Game

If you select an empty game slot, you will be given the option to choose between the Tron and Mercury storylines.

Special Feature: Merge collected Upgrade Chips from a saved game to a new game. Just start a new game in a slot that already holds a saved game. Once you merge your chips, you may again choose to play as Tron or Mercury.

Continue Game

Select one of the used slots to continue a saved game.

Delete Game

Select one of the used slots to delete the saved game.

BATTLE MODE

Play against the computer or Link up to three friends, and then fight or race your way to victory. You may race against 3 players in **Light Cycle**, or battle one opponent in **Battle Tanks** or **Recognizers**.

VIEW CHIPS

Throughout the Story Mode game, you will find Upgrade Chips that contain offensive and defensive enhancements, character cards and cheats. Once collected, you may view them here or trade them to friends for Upgrade Chips that you have not yet found. Refer to **Page 21** for trading details.

MINI-GAMES

Throughout the Story Mode game, you will encounter the **System Security**, **Firewall**, and **Defragment** mini-game puzzles. Once unlocked, you may access them from this menu and play for the high score. You may also access the classic **Tron** and **Discs of Tron** arcade games from this menu. Access the **View High Scores** menu to see where your scores rank.

OPTIONS

Choose to turn "On" or "Off" the **Music**, **Sound FX**, and **Tutorial** mode. You may also view the **Credits**.



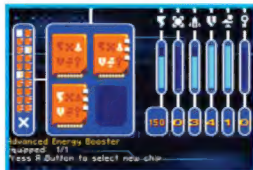
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TRON/MERCURY CONTROLS

Move	+Control Pad Up / Down / Left / Right
Jump	A Button
Attack	B Button. Press the B Button a second time to force the weapon to return.
Block	L Button
Strafe	R Button & +Control Pad Left / Right / Up / Down
Jump Impact	A Button + L Button

UPGRADE CHIPS

Find Upgrade Chips throughout the digital universe. These chips contain upgrades for Tron & Mercury; enhancements for your Light Cycle, Tank and Recognizer; Character Trading Cards; and Cheats. When playing as Tron or Mercury, you can use 20 of these Upgrade Chips to upgrade one or more of your defensive and offensive abilities.



UPGRADE CHIP INVENTORY

To access the Inventory menu, press **Start** and select **Equip Chips**. The far left side of the screen displays a grid of twenty slots. This is your library of collected Upgrade Chips. To the right of the chip library are four active memory slots. Use the **+Control Pad** followed by the **A Button** to select a memory slot. The chip library will then be activated. Use the **+Control Pad** to highlight chips in the inventory. A description of each chip will appear at the bottom of the screen. Press the **A Button** to place a chip into active memory. Activating a chip will cost you energy from your supply. The amount of energy deducted will depend upon the abilities provided on the chip.

Energy		Defense Combat	
Targeting		Advanced Jump	
Weapon Power		Security Skill	

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Upgrade Chip Stats

Weapon Booster Interface: Enhances the power of Tron's Disc and Mercury's Rod.	Weapon Power +1
Improved Weapon Booster Interface: Further enhances the power directed to the Disc and Rod.	Weapon Power +2
Maximum Weapon Booster Interface: Greatly augments the power directed to Disc and Rod.	Weapon Power +4
Jumping Module: Allows Tron and Mercury to double-jump (Press the A Button twice).	Advanced Jump
Improved ICP Infantry Module: Increases weapon power and armor.	Weapon Power +1 Defense Combat +1

Combat Mastery Protocol: This illegal upgrade was developed to enable the user to inflict maximum damage.

Weapon Power +2;
Enemy Targeting +1
Defense Combat +1
Advanced Jump

Advanced ICP Infantry Module: For ICPs who are facing unknown and dangerous situations.

Weapon Power +2
Defense Combat +2
Advanced Jump

Target Mastery: Increase the number of enemies that you can target with one shot.

Enemy Targeting +1

Advanced Target Mastery: Further enhances the connection to the program's targeting functions.

Enemy Targeting +2

Energy Booster: Enhances a program's energy efficiency.

Energy +10



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Upgrade Chip Stats






Improved Energy Booster: This upgrade offers even more energy enhancements, plus a boost in defensive strength.	Energy +20 Defense Combat +1
Advanced Energy Booster: Provides the ultimate in energy efficiency, plus an added boost in defensive strength.	Energy +30 Defense Combat +2
Streamlined Coding: Tightens up all of a program's code, making them more efficient and ready for battle.	Energy +10 Weapon Power +1
Improved Streamlined Coding: Updated version of the Streamlined Coding upgrade.	Energy +20 Weapon Power +2
Advanced Streamlined Coding: Allows greater energy flow and better response time.	Energy +30 Weapon Power +2
Security Booster: Improves your hacking skills when you try to break through a security system.	Security Skill +1

Advanced Security Booster: Improves your hacking abilities to make it even easier to forge security keys.	Security Skill +2
Shadowware: Helps ICPs infiltrate other systems without leaving any traces behind. Now you can use it to quickly bypass security systems.	Security +3 Advanced Jump
Maximum: Enhances combat and mobility, giving a program unrivaled performance.	Energy +10 Targeting +1 Advanced Jump Defense Combat +2
Superior: Enhances combat and mobility in all capacities.	Energy +20 Targeting +1 Weapon Power +2 Security Skill +1 Advanced Jump Defense Combat +4

Playing Tron 2.0: Killer App

POWER-UPS

Similar to Upgrade Chips, Power-Ups offer temporary upgrades and are found throughout the digital universe.

EM Grenade		Causes considerable damage to enemies caught within its blast radius.
Advanced Jump		Allows you to double-jump for a limited time.
Rapid Fire		Rapidly fires a pulse weapon for a limited number of shots.
Spread Attack		Gives you a triple disc attack for a limited time.
Stun Disc		A powerful stun weapon that briefly freezes enemies.

BATTLE MODE GAMES

Play against the computer or Link up to three friends, and then fight or race your way to victory. You may race against 3 players in **Light Cycles**, or battle 1 opponent in **Battle Tanks** or **Recognizers**.

While playing as Tron or Mercury, you will occasionally find yourself at the controls of a Light Cycle, Tank or Recognizer. In addition to Power-Ups, each game also has a number of Upgrade Chips that can be activated once they are found within the Story Mode game.



LIGHT CYCLES

Race against up to 3 computer-controlled opponents or 3 friends via the Game Link cable.

You start with the basic blue Light Cycle and solid light trail. Activate collected Light Cycle Upgrade Chips from Story Mode to change the type of Light Cycle, color or type of light trail. You may also activate enhancements that will give you an extra edge on the game grid.

Select one of the available grid maps. You start with 4 maps. Unlock additional Light Cycle maps as you beat them in Story Mode. Successfully complete both the Tron and Mercury story lines, you will unlock 26 bonus maps.



Controls	+Control Pad Up / Down / Left / Right
Activate Upgrade	B Button
Activate Power-Up	A Button

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Light Cycle Upgrade Chips

All bikes have a rechargeable energy source. To use an equipped Light Cycle Upgrade, the energy meter must be at full. Every time you use an Upgrade, the energy meter drops to empty. Continued movement on the grid recharges the energy meter. Activate your Upgrade by pressing the **B Button**.

Speed Boost: Gives the Light Cycle a temporary burst of speed.

Power Brakes: Temporarily slow your Light Cycle.

Phase Shift: Teleports your Light Cycle through an opponent's light trail.

Shockwave: Sends a disruptive shock to all opponents within a 2-grid radius, causing them to lose control.

Trail Spike: Projects a small perpendicular intersecting trail wall behind your Light Cycle, which opponents must avoid or crash into.

Super Bike: Combines all of the Light Cycle performance upgrades into a single Chip. Use the **L Button** and the **R Button** to browse through them all.




Alternate Bike Style: 3 Upgrade Chips are available, each containing a different type of Light Cycle.

Alternate Bike Color: 3 Upgrade Chips are available, each containing a different color for your Light Cycle.

Alternate Trail Style: 3 Upgrade Chips are available, each containing a different style of trail that your Light Cycle leaves behind.

Light Cycle Power-Ups

Power-Ups found on the Light Cycle Grid are one-use only upgrades that you activate by pressing the **A Button**.

Phase Shift		Teleport your Light Cycle through an opponent's light trail.
Shockwave		Send a disruptive shock to all opponents within a 2-grid radius, causing them to lose control.
T-Bar		Project a small perpendicular intersecting trail wall behind your Light Cycle, which opponents must avoid or crash into.

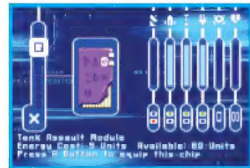
Playing Tron 2.0: Killer App

BATTLE TANK & RECOGNIZER

Jump into a tank and go on a ground assault, or take flight in a Recognizer for a fast-paced air battle. Battle the computer or a friend (via the Link Cable) through cool, complicated mazes. Last one standing wins.

Select one of the available grid maps. You start with 2 Recognizer maps and 3 Battle Tank maps. Unlock additional maps from the Story Mode as you beat them. When you successfully complete both the Tron and Mercury story lines, you will unlock 8 bonus

Recognizer maps and 9 bonus Battle Tank maps.



Collect Upgrade Chips for your Tank and Recognizer while playing the Story Mode game. Once collected, you may activate one to give yourself an extra edge. To use an Upgrade Chip on the battlefield, press **Select**.



Battle Tank Controls

Controls	+Control Pad Up / Down / Left / Right
Strafe	Press the L Button to strafe left and the R Button to strafe right.
Fire Cannon	B Button
Aim Up / Down	A Button & +Control Pad Up / Down

Recognizer Controls

Controls	+Control Pad Up / Down / Left / Right
Strafe	Press the L Button to strafe left and the R Button to strafe right.
Fire Cannon	B Button
Move Up / Down	A Button & +Control Pad Up / Down

Playing Tron 2.0: Killer App

Battle Tank and Recognizer Upgrade Chips

Radar Upgrade: Increases the sensitivity of your radar.

Weapons Upgrade: Increases the rate of fire.

Time Lag: Gives Recognizers additional time to complete their missions.

Accuracy: Improves the accuracy of your shots.

Defensive Maneuvers: Makes your tank harder to hit.

Shield: Reduces damage from enemy fire.

Mines: Press **Select** to activate the mines and then press the **B Button** to lay them.

Combat Tank: Combines the *Weapons Upgrade*, *Accuracy* and *Mines* upgrades into one Upgrade Chip.

Defensive Tank: Combines the *Radar Upgrade*, *Defensive Maneuvers* and *Shield* upgrades into one Upgrade Chip.

Sniper Tank Module: Combines the *Radar Upgrade*, *Time Lag*, *Accuracy* and *Shield* upgrades into one Upgrade Chip.

Advanced Attack Recognizer: Combines the *Weapons Upgrade* and *Accuracy* upgrades into one Upgrade Chip.

Advanced Defensive Recognizer: Combines the *Radar Upgrade*, *Defensive Maneuvers* and *Shield* upgrades into one Upgrade Chip.






Assault Tank Module: Combines the *Weapons Upgrade*, *Accuracy*, and *Defensive Maneuvers* upgrades into one Upgrade Chip.

Full Combat Recognizer: Combines the *Weapons Upgrade*, *Accuracy*, *Defensive Maneuvers*, and *Shield* upgrades into one Upgrade Chip.

Recognizer Hunter Module: Combines the *Radar Upgrade*, *Time Lag* and *Accuracy* upgrades into one Upgrade Chip.

BATTLE TANK AND RECOGNIZER POWER-UPS

The following are single-shot power-ups that activate with the next firing of the cannon (**B Button**).

Shield		Makes you invulnerable to enemy fire for a limited time.
Supershot		Triples the power of your next shot.
Spinshot		Hits the enemy with such force that it spins them around.
Speed Boost		Propels you forward with a brief burst of speed.
Guided Missile		Hones in on the closest enemy tank or recognizer.

Maze Walls and Floors

Enemy tanks and recognizers aren't the only things to look out for. The mazes themselves are riddled with helpful and dangerous zones.

Red Walls	Touching a glowing red wall will inflict damage to your recognizer.
Green Floor	Drive your tank over green floor tiles to get a speed boost.
Yellow Floor	Driving over a yellow floor tile will slow your tank to a crawl.
Red Floor	Touching a red floor tile will inflict damage to your tank.
Pink Floor	Touching a pink floor tile will instantly derez your tank.

TRADING CHIPS

To access all of your Upgrade Chips, select the **View Chips** option from the Main Menu. Select the game slot containing your saved game. From here, you may view your Upgrade Chips or trade them to friends using the Game Link cable.

Use the **+Control Pad** to highlight a chip. Press the **A Button** to view the chip's details. If you have not yet viewed a collected chip, its block on the grid will contain a Question Mark (?).



To trade a chip, highlight it on the grid and press **Select**. The chip's details will shift to the right side of the screen, and a details window will appear on the left for your connected friend's chip information. When you see a chip that you would like to trade for, press the **A Button**. If the owner of the chip agrees to the trade, they must press the **A Button** also. To select a different chip from your library, press the **B Button** to exit the trade window.



Playing Tron 2.0: Killer App

BONUS GAMES

TRON ARCADE GAME

Fight your way through 4 digital arenas: Battle Tanks, Light Cycles, Grid Bug Swarm and MCP Showdown.

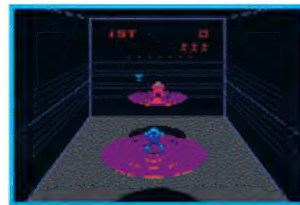
Controls

Move	+Control Pad Up / Down / Left / Right
Fire	A Button
Rotate Aim	Use the L Button and R Button to rotate your aim left and right.



DISCS OF TRON ARCADE GAME

Enter the Disc Arena and battle for survival in this classic arcade game.



Controls

Move	+Control Pad Up / Down / Left / Right
Aim Up / Down	+Control Pad Up / Down
Move / Aim Switch	Press Select to switch between moving forward / backward and aiming up / down.
Rotate Left / Right	Use the L Button and R Button to rotate the aiming cursor left and right.
Launch Disc	A Button
Deflect	B Button

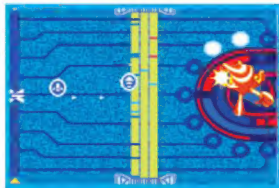


Playing Tron 2.0: Killer App

FIREWALL




Break through the firewall and destroy the sentinel guarding the data port, while staying clear of the Power Nodes' surges.

Move Up / Down	+Control Pad Up / Down
Fire	A Button






Power-Ups

Temporary upgrades to your gun will occasionally appear on the screen. To collect and activate a Power-Up, roll the gun over it.

Rapid Fire		Reduces the delay between shots.
Triple Shot		Shoots three energy blasts at a time.
Laser Beam		Shoots a continuous beam of energy.

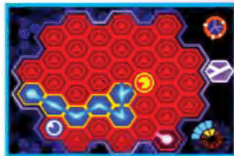
Power-Downs

Avoid these, as they will temporarily impede your progress.

Slow Fire		Increases the delay between shots.
Polarity		Reverses the direction of the controls.
Slow Speed		Decreases the speed of your gun.

SECURITY

Before the clock runs out, hack your way into the security system by creating pathways between terminals.






Move Piece	+Control Pad Up / Down / Left / Right
Rotate Piece	Use the L Button and R Button to rotate the piece left and right.
Place Piece	A Button

Hint: Be sure to create your pathway from the **Blue Start Node**! Linking from the **Blue Start Node** will reveal **Time Pieces**!

Time Pieces

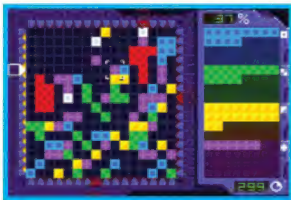
Gain or lose time by placing your piece on a tile with a **Timer** icon. Timer icons appear randomly. Placing your piece on an **Alarm** icon will alert the ICPs and exit the game. Also, if you place a piece over an already set piece, you will receive a time **Penalty**.

	Bonus		Penalty		Alarm
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Playing Tron 2.0: Killer App

DEFRAGMENT

Mercury will need to defragment any data provided by FAT2NE before she can understand it. Pick up colored data blocks and drop them next to similar colored blocks. When six blocks are grouped, they will be transferred into active memory. Corrupt Red Data Blocks will appear, obstructing your access. Destroy groups of Red Blocks by dropping a White Data Block onto them.



Move Cursor	+Control Pad Up / Down / Left / Right
Switch Side	Use the R Button and L Button to rotate the cursor clockwise or counter-clockwise around the source code.
Pick Up / Drop Data Block	A Button

FRIENDS & ENEMIES

Resident Programs



These peaceful programs work and live within the local computer system. Talking to them may reveal important information, access keys, or back-up units.

FAT2NE



This ancient FAT table knows where almost everything in the system is. However, he does not communicate well with newer programs. Mercury will need to defragment any data provided by FAT2NE before she can understand it.

Infected Programs



These programs have been infected by the Corruptor Troops, but are not yet totally corrupted. They will instinctively attack you with their bladed arms. To clear them of infection, force them onto the disinfection pads. Once free of the infection, they may be of help.

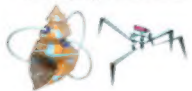
FRIENDS & ENEMIES

ICPs



With the infection spreading, security is on high alert. Neither Tron nor Mercury are recognized by the security system, so these soldiers are just doing their job by aggressively attacking them.

Grid Bugs & Hives



These little creatures perform low-level security and cause minimal damage when they attack. The local Hive spawns a new bug for every one you destroy, so you must destroy the Hive to clear the area of bugs.

Corruptor Troops



This is what eventually happens to infected programs. Completely taken over by the Corruptor's infection, these programs spend their time scouring the system looking for more programs to infect.

Finders



Stay clear of these devices as they patrol secure areas within the system. They are slow, but they hit hard with bolts of concentrated energy.

- ▲ Use the **Jump Impact (A Button + L Button)** to destroy crates close by.
- ▲ **Strafing** is key! Enemies will have a hard time hitting you when **strafing**. **Strafing** also makes it easier to target!
- ▲ In the Security Mini-Games, be sure to create your pathway from the **Blue Start Node**! Linking from the **Blue Start Node** will reveal Time Pieces so you can escape alarms or penalties!!
- ▲ Collecting multiple upgrade chips will allow you to trade with a friend without losing that upgrade. Collecting multiple upgrade chips will also allow you to equip the same chip in more than one slot.